

STAR WARS®

ROLEPLAYING GAME

Nightsaber: Rebel Jedi Part II

A Free *Star Wars* Miniadventure

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"Nightsaber" is a *Star Wars Roleplaying Game* miniadventure for four player characters of 15th level, set about 12 years after the Battle of Yavin. The heroes should be at least sympathetic to the New Republic, but they don't need to be actual Rebels. The adventure assumes that the heroes would be concerned about an escaped rogue Jedi—concerned enough to visit the world of Dathomir, without hope of reward, to apprehend the escapee. If the heroes are a bit more mercenary in their outlook, you might have to adjust the specifics to include some sort of reward. Ideally, the party should include at least one Force-user, though that character needn't be a Jedi.

If you plan to play a character in this adventure, don't read any further. The information below is meant for the Gamemaster's eyes only.

To play this adventure, you need a copy of the *Star Wars Roleplaying Game* revised core rulebook and the *Galactic Campaign Guide* sourcebook. A copy of *Starships of the Galaxy* would probably be handy, as well, and *The Dark Side Sourcebook* might be useful, but is not vital.

The Story Thus Far

In "Rebel Jedi," a free miniadventure posted in October 2003 on the *Star Wars Roleplaying Game* website, Lieutenant Dal Konur of New Republic Special Forces had been identified as having Force potential. Though he dutifully reported to Master Luke Skywalker's Jedi Academy on Yavin 4 for Jedi training, he soon formed his own notion of the potential of the Force. Konur—possibly under the influence of the dark side—hatched a plan to infiltrate Imperial space and assassinate the ruling council of Moff's, thus ending the war between the Empire and the New Republic forever. But because Luke Skywalker wouldn't approve that plan, Dal Konur set off on his own to make it happen, armed with a few weeks' worth of Jedi training and nearly a lifetime of special forces experience. His plot took him to the Bilbringi shipyards.

Konur had journeyed to the shipyards with the apparent intent of acquiring a small freighter. With such a ship, Dal could slip easily into Imperial space, there to carry out his plan of assassinating the members of the Moff Council and thus bring the Empire to its knees. Assuming everything went relatively well as "Rebel Jedi" unfolded, the heroes caught up to Dal Konur in a hangar bay, where he was prepping his ship to depart.

Adventure Synopsis

En route to his next destination—either the Empire or a New Republic holding facility—the ship carrying Dal Konur runs afoul of an Imperial task force gathering between Garqi and Agamar and is forced to divert. In the process, though, the ship's hyperdrive burns out, forcing the ship to make for the nearest system with a world capable of sustaining life: Dathomir. Unfortunately, Dathomir is currently being visited by an Imperial envoy investigating the now-defunct Star Chamber, in hopes of harnessing the power of the Infinity Wave for use against the New Republic. To keep their presence a secret, the Imperials have taken over the New

Republic embassy on Dathomir, and they have quarantined the planet, claiming that a virus fatal to Force-users has appeared on Dathomir. Anyone who insists on landing is immediately taken away for “decontamination” procedures—meaning incarceration.

This is the fate that befalls Dal Konur when he arrives on Dathomir. However, refusing to be delayed in his quest to end the war, Konur attempts to escape, only to run afoul of the Imperial troops and their Nightsister allies. When they tell him what’s really going on, Konur explains that he is fleeing from the Jedi, who he believes are trying to brainwash him. He promises to aid the Imperials in exchange for political asylum.

The heroes, meanwhile, either having arrived with Konur or hot on his heels, must likewise escape the clutches of the Empire and their Nightsister allies, and apprehend Konur before he can get off Dathomir and into Imperial space. But with all the ships disabled (“to prevent anyone from breaking the quarantine”), things look a little grim. Fortunately, the heroes, too, have an ally among the Imperials: the last surviving Imperial Royal Guard, Kir Kanos, masquerading as a shuttle pilot. Kanos doesn’t much care about the heroes’ problems, but he needs their help to get off Dathomir, since his shuttle doesn’t have a hyperdrive. Kanos negotiates with the heroes: He will put them in contact with the Dathomiri underground in exchange for transportation off Dathomir.

Assuming the heroes accept Kanos’s offer, he shuttles them to a meeting with the Dreaming River clan. Unfortunately, the Dreaming River encampment has been attacked by a combined group of Imperials and Nightsisters. The Dreaming River witches are being rounded up and marched back to the old Imperial holding facility when the heroes arrive, but they have the opportunity to rescue one or two and find out what’s going on. The heroes can learn that the leaders of the Singing Mountain clan have all been imprisoned, and that the Imperials and the Nightsisters now control both the spaceport and the communications networks. The remaining Force witches have begun a resistance movement, and if they can contact Teneniel Djo in the Hapes Consortium, they can free Dathomir from Imperial control. But they can’t do it alone.

The heroes now have three goals: Free the Force witches, capture the communications center, and apprehend Dal Konur.

Adjusting for Level and Era

You can adjust the level and era of “Nightsaber” as you see fit. The events could just as easily take place during the Clone Wars, with battle droids and super battle droids taking the place of stormtroopers, or during the Yuuzhan Vong invasion, with the heroes striving against Peace Brigade agitators in Vong-friendly territory. Perhaps the only era that doesn’t really work is that of the Galactic Civil War itself, before Luke Skywalker has begun training students (and there are no other Jedi Masters available to do so).

If the heroes average higher than 15th level (or if there are more than four of them), you should give Dal Konur additional levels of soldier or elite trooper to make sure he’s a suitable challenge.

Getting the Heroes Involved

If the heroes didn’t play through “Rebel Jedi” before playing this scenario, the easiest way to get them involved is to have them on or near the Bilbringi shipyards. They get a message from Jedi Master Luke Skywalker, asking them to come to his Academy on Yavin 4 to discuss a matter of some urgency involving a student who may have gone rogue.

If the heroes don’t really care about a wayward Jedi student, this adventure isn’t for them. If the heroes are the mercenary type, or if they for some reason don’t get along well with Skywalker, they should receive a transmission from New Republic Chief of State Leia Organa Solo, promising them a suitable reward (say, 15,000 credits each) to assist the Jedi Academy. And if they’re really being greedy, she promises them 3,000 credits each just to go hear what Luke has to say.

The Heroes’ Ship

Quite likely, a group of 15th-level heroes already has its own ship. The adventure might not work as well if the characters have a capital ship (depending on the model) or a particularly large space transport at their disposal.

If the heroes don’t have their own ship, Luke can arrange with the New Republic to loan them a small freighter: a YT-1300, if the GM doesn’t have another ship in mind. For that matter, if their ship is particularly noticeable, he encourages them to use something less likely to gather attention.

Scene 1: Back to Yavin 4

The heroes head back to Yavin 4, only to be diverted by an Imperial task force, which causes their hyperdrive to burn out and forces them to divert to Dathomir.

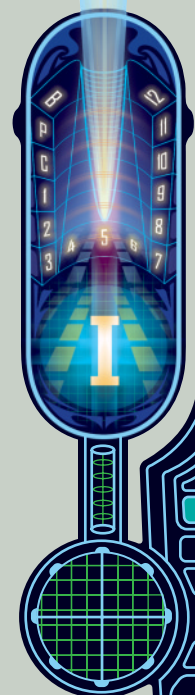
En route to Yavin Four, the heroes pass near Agamar, where a small fleet of Imperial Star Destroyers is assembling, prior to some military operation. Read the following aloud to the players:



WHERE’S KONUR?

If the heroes defeated Dal Konur at the Bilbringi shipyards, New Republic authorities took charge of the captive with the intent of prosecuting him for a number of minor crimes. If the heroes absolutely insisted on going along as security—and got Luke Skywalker to intercede on their behalf—the New Republic officers allowed the heroes to travel with them. If not, they had no objection to the heroes flying along as escort.

It’s also possible that Dal Konur escaped, either aboard his ship or into the labyrinth of maintenance tunnels that crisscross the Bilbringi shipyards. If so, assume the heroes are simply returning to Yavin 4 to regroup, recover, and plan their next move.



Though you're traveling through a fairly quiet sector, something goes wrong. The ship suddenly shudders, there's a loud bang, and you drop out of hyperspace. All around you are dozens of Imperial ships, everything from Star Destroyers and gunships to the *Interdictors* that must have pulled you out of hyperspace and the swarm of TIE fighters closing in on you!

The ship's comm system crackles to life: "Unidentified vessel," says an officious voice. "You are ordered to power down your shields and weapons and stand by for inspection. If you comply, no harm will come to you. If you fail to comply, we will use any force necessary to ensure your cooperation."

The Enemy Approaches

This collection of Imperial ships is preparing for an assault on the world of Orinda, under the command of Grand Admiral Pellaeon. The fleet is currently fueling and taking on supplies while it awaits the arrival of the Grand Admiral. Their *Interdictors* are stationed around the fleet, projecting gravity fields to prevent passing traffic from spying on them and informing the New Republic. Naturally, when the heroes appear, the Imperials send a squadron of TIEs to ensure that the characters don't try to escape.

Lay down a starship combat map with at least twenty squares to a side. The gravity well projected by the *Interdictors* covers the entire map, and the heroes' ship must travel the length of the map to escape the field. In two rounds, the first TIE fighters arrive, cutting off the heroes' escape. In three more rounds, an Imperial gunship and a customs cruiser approach.

The TIEs arrive in two groups of eight (six TIE fighters and two TIE interceptors) from opposite sides of the map, about halfway down the sides of the map, and immediately move toward the heroes' ship. If the heroes have tried to escape, the TIEs open fire as soon as they're within range. Otherwise, they fly in a blockade pattern between the heroes' ship and the far side of the map.

The gunship and the customs cruiser, when they arrive, take up positions on either side of the heroes. The gunship brings its weapons to bear while the customs cruiser approaches the heroes' ship and begins scanning. While it does so, one of the Imperial *Interdictors* begins moving closer to the heroes' ship, flanked by a pair of Lancer frigates. (It begins 20 squares away.) Again, assuming the heroes don't try anything, the cruiser completes its inspection in about three rounds, and the *Interdictor* and its escort arrives in four rounds. If the heroes put up any resistance, a fight breaks out.

If the heroes sit still for the inspection, read the following aloud:

The comm crackles again, and a new voice says: "We are placing you under arrest. Power down your engines. You will be tractorized aboard the Imperial Star Destroyer *Raptor*, where you will remain incarcerated until our return to Imperial space. If you fail to comply, you will be fired upon. This is your only warning."

The Battle Begins

Obviously, the best choice for the heroes is to fight their way clear, whether they do so as soon as they arrive or sit

through the formality of the inspection. Unless the heroes have a particularly powerful ship, their best bet is to try to punch through the TIE fighter screen as fast as possible. While they're doing this, though, the gunship and the customs cruiser keep up a steady barrage of fire, while the *Interdictor* (if it's gotten close enough) uses its gravity-well projectors to keep the ship from fleeing to hyperspace.

Escaping the Fleet

When the heroes try to enter hyperspace (whether they've gotten clear of the gravity well or not), read the following aloud:

The stars stretch out before you, giving way to the silvery-gray nothingness of hyperspace—and then immediately snap back into reality! Warning lights begin flashing on the control panels. Something has gone wrong with the hyperdrive.

The good news is that the heroes are out of reach of the Imperial fleet, though not by much, considering the short jump they just made. The bad news, though, is that the ship's hyperdrive is out of commission, and any backup hyperdrive isn't working for some reason, either. A Repair check (DC 30) and an hour's work finds the problem: The hyperdrive itself is fine, but the drive's coolant system has sprung a leak. The leak can be patched easily enough (from outside the ship), but the amount of coolant already lost means that each attempted jump will move the ship only about a light-year before the governors kick in and shut down the hyperdrive to prevent a burnout. And each such jump runs the risk of pushing the hyperdrive too far and burning it out anyway.

The heroes have three realistic options: Call for help, push the hyperdrive and hope it doesn't burn out before they reach the nearest world with repair facilities, or rely on their ion engines to get them to such a world.

Call For Help

The drawback to this plan is that the Imperial ships are the closest vessels likely to pick up the call. The heroes can broadcast on an arc away from the fleet, but there's no guarantee that Imperial ships aren't in that arc. Even if a message does get through, the nearest planet able to assist is Dathomir (see below).

Risk the Hyperdrive

Anyone who makes a Repair check (DC 25) can tell that replacing the hyperdrive will cost more than replacing the coolant, but if the heroes want to chance this option, they get about four light-years before the hyperdrive burns out. If they have a backup, they can try again, but that gets them about three light-years before the same thing happens, forcing them to resort to their ion engines.

Rely on Ion Engines

Though it's a week-long journey, the ship can limp to Dathomir (the nearest world *not* in the direction of the Imperial task force) using ion engines only.

Scene 2: Dathomir Quarantine

Dathomir is never a particularly friendly world, but when the heroes arrive, it's even less so. A planetwide quarantine is in effect, and the heroes must choose between waiting out the quarantine in orbit or landing and being interned until the local medical staff can clear them. Of course, in reality, there is nothing wrong on Dathomir—except that Imperial forces have taken over the New Republic embassy and don't want anyone finding out what they're up to.

When the heroes arrive at Dathomir, read the following aloud:

As you near the blue-green sphere of Dathomir, a message originating from the planet fades in over your comm: “. . . on alternate channel 7. Attention, all ships. This is the Dathomir port authority. The world of Dathomir is currently under medical quarantine. Do not attempt to land. Please divert to Agamar or Bandomeer. If you have an emergency, contact the port authority on alternate channel 7. Attention, all ships . . .”

The message continues to repeat

Contacting the Port Authority

The Dathomir port authority (actually, a few Imperial officers pretending to be the port authority) takes a long time to respond to hails but eventually tells the heroes that they'll just have to remain in orbit. “Things are really bad down here,” says the port official. “We're fine, but it's some kind of disease that targets Force-users. A hundred of the Force witches are dead already, and hundreds more are lying helpless in the hospital. It's pretty ugly. And the doctors think that the rest of us are carriers. If you land, you can't take off again. You're better off where you are.”

Allow the heroes to make Sense Motive checks opposed by the official's Bluff check (use the mid-level Administrator from Chapter 14: Allies and Opponents in the *Star Wars Roleplaying Game* revised core rulebook). If the heroes win, they can tell that the official is lying, though he sticks to his story should they press him. (Eventually, he gets tired of dealing with them and stops responding.)

If the heroes elect to remain in orbit, the official tells them that a New Republic Nebulon-B frigate should be arriving shortly to bring medical supplies, and that they can probably arrange transport with that ship. (This is another lie; the only Nebulon-B in the area is an Imperial ship.)

Landing on Dathomir

Should the heroes agree to decontamination procedures, they are allowed to land in a repair hangar at the space port. A half-dozen Imperial technicians (dressed in New Republic environmental suits) march out to meet the heroes and usher them into a building next to the repair hangar. “You'll need to remain here,” say the technicians. “We need to run some tests.”

They start by sending everyone through the showers, which involves first turning over their equipment to a technician with a datapad. “Just put everything in the basket,” says the technician, making notes on his datapad. “We'll need to sterilize all of this stuff, but you'll get it all back when you're cleared. Shouldn't take more than a couple of

hours.” If anyone balks, the technicians make it clear that they're welcome to return to their ship and wait for everyone else. (The technician is also extremely interested if any of the characters has a lightsaber. He asks if the character is a Jedi, and if the answer is yes, asks someone to take a hologram of him with the Jedi as a “souvenir.” This is, of course, a ruse to get the Jedi's image recorded.) As usual, the heroes can make Sense Motive checks (treat these technicians as mid-level Medics) to determine if the technicians are being completely honest with them, but even if the heroes beat the technicians' rolls, the technicians stick to their instructions: Turn over your equipment, or go wait on your ship.

Assuming the heroes comply, more technicians are waiting for them at the far end of the shower room with hospital-issue gowns. After the heroes have dressed, the technicians take blood samples and perform a few basic medical tests, then show the heroes to a “waiting room,” which looks suspiciously like a holding cell. “Sorry about the facilities, but we're running out of room. I promise you won't be in here for more than about half an hour before we get your test results back. But in the meantime, we can't have you wandering around, or we'll have to put you through the same procedure again.”

The technicians' goal is to get the heroes inside the holding cell, at which point they switch on the containment field, nod reassuringly to the heroes, and leave. Unless the heroes resist being put in the cell or find a way out, this is where they're stuck for the rest of the adventure. After a few hours, an Imperial officer (mid-level Military Officer) arrives to inform them that they're prisoners of the Empire.

Scene 3: Escape

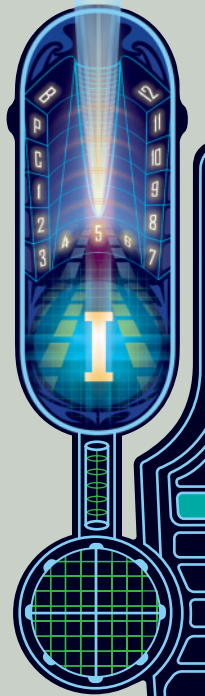
Plainly, the heroes won't let this state of affairs last very long. Use the holding cells diagram from page 62 of the *Galactic Campaign Guide*, but treat the cells as one big room with a separate fresher, rather than eight smaller cells. Instead of cell doors, the room is sealed off by a force field



WHAT ABOUT KONUR?

If Dal Konur is with the heroes, he undergoes the same treatment as they do, though the technicians do not insist on removing any restraints he may be wearing. He also has a chance to make Sense Motive checks, but if he suspects anything might be amiss, he keeps that information to himself. He is, after all, still looking for a chance to escape and reach Imperial space, and if he can do so by playing along, he's all for it. But, if given the opportunity, Konur happily “switches sides” by betraying the heroes. To his way of thinking, even if the heroes are sent to an Imperial prison, the war will be over soon enough, and spending a few months in prison is a small price for the heroes to pay for a victory over the Empire.

If Konur escaped the heroes at some point, though, he's still here on Dathomir, but he's already switched sides, claiming to be a refugee from “Jedi justice.” He has asked the Imperial troops for political asylum, and while they still don't entirely trust him, they're somewhat more willing to listen to him than they are to listen to the heroes.



(DR 20; Disable Device check DC 25, though it can only be disabled from outside). No one is stationed at the controls, but a technician visits once every hour to reassure the heroes that “it won’t be much longer”—at least, until the Imperial officer arrives, at which point he seats himself at the control station, while a pair of mid-level stormtroopers take up positions on either side of the entry hatch.

This level of opposition isn’t terribly difficult to overcome, especially if one of the heroes is a Force-user with the Affect Mind skill. If the heroes get out on their own, they are met just outside the holding cells by Burr Danid; skip to The Shuttle Pilot, below. Otherwise, read the following aloud:

You’ve been sitting in the holding cell for quite a while when the entry hatch opens and in walks an Imperial junior officer—a shuttle pilot, by his insignia. He walks straight to the officer in charge and wordlessly hands him a datacard. The prison officer frowns at the card, then inserts it into a card reader on his console. As he does so, the shuttle pilot suddenly vaults over the console, knocking the officer to the floor. The stormtroopers, taken by surprise, charge toward him, but even as they do, the containment field on the holding cell suddenly drops.

The two stormtroopers and the officer should be little trouble for the heroes to dispatch (especially if they have the help of the “shuttle pilot”). Beyond them, it’s a short jog back to the repair bay and their ship, a course that takes the heroes past the showers where they surrendered their equipment.

The Shuttle Pilot

Whether the heroes encounter the shuttle pilot in the holding cell or just outside, he explains (when they have a moment to speak) that his name is Burr Danid, and that he wants to make a deal with them. “I’m not with these Imperials; this is just a disguise. I’m a bounty hunter, and I’m stranded here just like you are. You’ve got a ship with a hyperdrive. I can put you in touch with the people who can fix it. Let’s bargain.”

“Burr Danid” is an alias. This scar-faced shuttle pilot is really Kir Kanos, the last surviving Imperial Royal Guard, and he’s on Dathomir to execute Sigit Ranth, an Imperial scientist who helped create defective clones of the Emperor (thus sealing the Emperor’s second and final fate). Ranth came here to research some sort of ancient superweapon called the “Infinity Gate,” but when the Imperials discovered there was nothing left of the control chamber, they instead turned their efforts toward recruiting the surviving members of the Nightsister clan to serve as new, Force-using elite troops for the Empire.

General Vit, the commanding officer, has been sending excavation teams to the wreckage of an old Jedi ship to look for artifacts, and rumor has it that he’s collected a number of broken lightsabers—enough to build one or two that actually work. His goal is to arm the Nightsisters with reconstructed lightsabers and turn them into dark Jedi serving the Empire.

The Empire seized the space port and began rounding up the Singing Mountain Force witches and New Republic

personnel as a sign of good faith toward the Nightsisters. Now the Nightsisters and Imperial troops control the New Republic embassy on Dathomir, and it’s only a matter of time before they start shipping Nightsisters off-planet. General Vit is hoping he can find someone with Jedi training and a sufficient grudge against the New Republic to head up a training program that he has dubbed “Project: Nightsaber.” (If Dal Konur isn’t with the heroes at this point, Burr Danid tells the heroes that he thinks Konur may have volunteered for the job. “He talked his way into a meeting with the general, and Vit seems willing to believe that Konur is sincere about aiding the Empire—though he isn’t quite ready to give Konur a commission.”)

Burr Danid doesn’t really care about any of this. His quarry, Sigit Ranth, departed when the research team discovered that there was nothing left of the Infinite Gate’s control center. Danid is eager to follow Ranth, but he can’t leave until the Imperials do, or until he can arrange other transportation. The heroes, again, can make Sense Motive checks, but most of what he’s telling them is the truth—he’s just leaving out his true identity and mission. A character familiar with lightsaber wounds can make an Intelligence check (DC 10) to recognize the scar on Danid’s face as a lightsaber scar, but Danid explains this by saying that he once tangled, very briefly, with Darth Vader. “This was Vader’s way of teaching me a lesson about not feeling remorse. And if you don’t mind, I don’t like talking about it.”

Back to the Ship

Burr Danid takes the heroes back to their ship the way they came. “Your equipment is still in the shower room. There’s no ‘Force plague,’ so there wasn’t any reason to do anything with it.” He doesn’t mind stopping to let the heroes change out of the hospital gowns and back into their gear, but he points out that they don’t have much time before someone notices they’ve escaped and the Imperials—and the Nightsisters—go on full alert. “You could probably deal with one or the other, but not both.”

(If a Jedi hero surrendered his lightsaber at the showers and didn’t somehow reclaim it before going to the holding cell, it is now missing. The technician who collected it turned it over to General Vit, who is even now considering whether he should trust Dal Konur with it.)

When the heroes reach the repair bay, their ship is right where they left it. But it’s locked in place by sturdy docking clamps and being examined by a team of Imperial technicians, under the watchful eye of a few squads of stormtroopers. Danid, however, considers this a minor inconvenience: “Your ship’s not ready to go into hyperspace, anyway. My shuttle’s in a hangar on the far side of the repair bay. Wait here, and I’ll go get it. Just be ready to get on board as soon as I get back, because those stormtroopers won’t just let you stroll out to meet me.” With that, Danid departs, striding confidently across the repair bay.

He returns in a few minutes, flying a *Lambda*-class shuttle straight into the repair bay and right toward the heroes, completely foregoing any chance of secrecy. If the heroes haven’t already engaged the stormtroopers, the stormtroopers attack them now; the technicians flee. Use the docking bay diagram from page 56 of the *Galactic Campaign Guide*, and treat the stormtroopers as mid-level

stormtroopers. The battle shouldn't take long, and in any event, Danid is keen on departing as soon as all the heroes are on board.

Scene 4: The Dathomiri Underground

Danid flies the shuttle to a distant river valley, passing the wreckage of a vast starship (the *Chu'unthor*, once a sort of mobile Jedi Temple) en route. He plans to introduce the heroes to the Force witches of the Dreaming River clan. Unfortunately, when he arrives, the valley is swarming with Imperial troops and Nightsisters.

As the shuttle drops down to treetop level in the valley, signs of fighting become evident. You can make out the lurching movements of at least a dozen Imperial scout walkers, and, a short distance away, huge, loping beasts with ghoulishly painted Force witches riding on their backs. "Rancors," mutters Burr Danid. "Those are the Nightsisters. We're too late. It looks like the Dreaming River witches are being rounded up. Those that don't join the ranks of the Nightsisters will be fed to the rancors."

He turns to you. "There's a slim chance that some of the Dreaming River witches have evaded capture for the moment. They were the closest thing Dathomir had to an underground resistance. It's your call, if you want to try to rescue some of them. But I don't think they're in a position to help either of us right now."

This particular *Lambda* shuttle isn't armed, so all Danid can really do is set the craft down somewhere and let the heroes try to rescue some Force witches. The main column of Dreaming River prisoners is guarded by three AT-STs, 30 mid-level stormtroopers, and a half-dozen high-level Nightsisters mounted on rancors. That's quite a challenge, but Danid is up for it if the heroes are.

Alternately, the heroes can try to rescue isolated Force witches, who are generally facing smaller odds. For any such situation, assume that 1d4 Dreaming River Force witches are in any given group, and use the table below to determine the immediate threat to them. Add +1 to the roll for each Dreaming River Force witch in the group to be rescued:

| d20 | Threat |
|-------|--|
| 1–8 | 20 mid-level stormtroopers |
| 9–14 | 6 high-level Nightsisters (dark Force witches) |
| 15–18 | 10 mid-level stormtroopers and two AT-STs |
| 19–20 | 4 high-level Nightsisters mounted on rancors |

News of the World

Rescuing a Force witch gives the heroes a bit more information. Any Dreaming River witch can tell the heroes the following:

- All the witches of the Singing Mountain clan have been imprisoned, and the Imperials and the Nightsisters now control both the spaceport and the communications networks.
- Teneniel Djo, the Singing Mountain witch who married the Hapan Prince Isolder, can bring a liberation force from the Hapes Consortium, if a message can be sent to her.

But every attempt to infiltrate the communications center so far has ended in failure. The Nightsisters have detected every infiltrator, and those who survived now share cells with the witches of the Singing Mountain clan.

- The Dreaming River clan's leader, Astrinol Hja, has herself been imprisoned, and while the Force witches are uncomfortable being led by a man (they're a matriarchal society), they have no objection to an alliance—if it will get their world out from under the thumbs of the Empire and the Nightsisters.

Scene 5: The Liberation of Dathomir

The heroes now have three goals: Free the Force witches, capture the communications center, and apprehend Dal Konur. Unfortunately, they can't afford to take each task one at a time: If they free the Force witches first, the Imperials in the communications center can send a message to the Imperial task force, asking for reinforcements—and then destroy the comm center. If they go after the comm center first, the Nightsisters will immediately execute the imprisoned Force witches to prevent them from being rescued. And if they go after Dal Konur, General Vit will tighten security around both the communications center and the prison facility. The only way to accomplish everything is a three-pronged attack.

They can split up these tasks however they like, perhaps by delegating duties to any Force witches they've rescued or by splitting their own numbers to deal with each task. Burr Danid tells them that he can get either or both groups into the spaceport compound, but he can't stick around afterward; his shuttle will only draw fire. He can, however, withdraw to a safe distance, then wait for a call for extraction or an "all clear."

Use the information below to plan the encounters for each portion of the final attack.

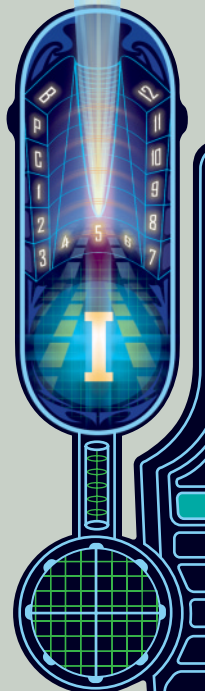
The Prison Facility

To gain access to the prison facility and free the Dathomiri Force witches, attackers must pass a pair of guard towers crewed by a dozen high-level stormtroopers each. (Use the Guard Post/Tower on page 59 of the *Galactic Campaign Guide*.) These forces are bolstered by four high-level Nightsisters, two of whom are mounted on rancors. Any heroes who get past the gate between the towers must then deal with the dark Force witches.

If the heroes choose to tackle other foes, the Dreaming River witches volunteer for this assignment, since so many of their sisters are inside the prison. The witches take severe losses, but they manage to free enough Force witches that the rest of the prisoners aren't automatically executed.

The Communications Center

Gaining access to the communications center requires stealth, subterfuge, or a good old-fashioned fight. The center is guarded by a squad of 10 mid-level stormtroopers, but unless the base is on alert, they aren't expecting trouble. (Use the Operations Room on page 73 of the *Galactic Campaign Guide*.) Inside, a pair of Imperial officers (mid-level officers—the same ones the heroes spoke to from orbit)



are manning the chief control console and the tracking screen, but, relatively speaking, they are pushovers in a fight.

The real struggle comes from holding the center long enough to break the Imperial code (Computer Use, DC 35; 1 round per check), realign the antenna array (Computer Use, DC 25; 1 minute per check), and explain to the Hapan Royal Communications Authority that the heroes have an urgent message for Teneniel Djo—all while a combined force of 12 mid-level stormtroopers and two high-level Nightsisters try to gain entry and stop the transmission from going out.

If the heroes choose to tackle other foes, Burr Danid says that he might be able to use his Imperial disguise one more time to get inside the comm center and hold it long enough for the heroes to arrive and send the message to the Hapes Consortium. (What he really means is that, using his Royal Guard training and equipment, he can take the comm center single-handedly.)

Dal Konur

The real challenge lies with Dal Konur, who has finally convinced General Vit to give him a weapon and let him deal with the heroes. Dal has become so obsessed with proving himself to the general that he's willing to kill one or more of the heroes, if there's a chance that it will earn him an audience with the Moff council. He's teetering on the edge of the dark side of the Force, and now he's armed with a lightsaber.

Burr Danid suggests that the heroes might find Dal Konur in General Vit's command center. (Use the Throne Room from page 83 of the *Galactic Campaign Guide*.) Gaining access requires getting past a squad of 10 high-level stormtroopers in the anteroom, but beyond them, the doors are unlocked; visitors are expected.

Inside, General Vit (a high-level Military Officer) sits behind a desk on the dais, and Dal Konur stands before him. "Here's your chance, Konur," Vit says. "Take this lightsaber and kill these Rebel scum, and I'll personally introduce you to the Moff Council." He then hands Konur a lightsaber. If the heroes have had one of theirs confiscated, it's that one; otherwise, it came from the wreckage of the *Chu'unthor*.

Konur tells the heroes that it's too bad they couldn't see things the way he did. "If you'd had a bit more vision, I wouldn't have to kill you now." With that, he attacks, striking first at anyone carrying a lightsaber, and second at a Force-user who *doesn't* have a lightsaber (if any). If neither is available, he attacks the best fighter in the group (a soldier or elite trooper, for example).

Konur is hoping that by taking out the toughest target first, he'll drain the will to fight from everyone else and save himself from having to kill all of them. Though his ultimate goal is noble, he has now completely lost his moral compass, and if his opponent proves tougher than he'd expected (or if he faces multiple opponents simultaneously), he calls upon the dark side of the Force—every round, if necessary.

The heroes may have to kill Konur to stop him. An impassioned appeal *might* get through to him, but it would have to be a particularly high Diplomacy check, as he's currently hostile toward the heroes, and changing his attitude to friendly only keeps him from attacking *that* character.

If the heroes defeat Konur, they still have General Vit to contend with. Vit won't simply surrender, and he'll actually use his desk as cover while he shoots it out with the heroes, should it come to that. If the heroes have turned Konur, though, he helps them defeat the general, then surrenders.

Supporting Cast

Dal Konur

Male Human, Soldier 8/Elite Trooper 9/Jedi Guardian 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 23 (+2 Dex, +11 class); Spd 10 m; VP/WP 160/17; Atk +21/+16/+11/+6 melee (3d4+3, crit 18–20, unarmed strike) or +21/+16/+11/+6 melee (2d8+3, crit 19–20, lightsaber) or +21/+16/+11/+6 melee (1d4+5, knife) or +21/+16/+11/+6 ranged (3d8+5, heavy blaster pistol); SQ Uncanny dodge (retains Dex bonus, can't be flanked), weapon specialization (blaster pistol), deadly strike, deflect (defense +1); SV Fort +17, Ref +10, Will +7; SZ M; FP 6; DSP 2; Rep +7; Str 16, Dex 15, Con 17, Int 12, Wis 14, Cha 12. Challenge Code G.

Equipment: Heavy blaster pistol (mastercrafted +3 damage), lightsaber, knife (mastercrafted +2 damage), 4 stun grenades, hangar bay remote control, Firespray-31.

Skills: Climb +15, Computer Use +12, Demolitions +12, Hide +14, Jump +15, Knowledge (tactics) +12, Listen +14, Move Silently +14, Pilot +6, Read/Write Basic, Repair +12, Speak Basic, Speak Bothese, Spot +14, Survival +7, Treat Injury +10.



WHAT ABOUT KIR KANOS?

Kir Kanos, a.k.a. Burr Danid, isn't really interested in helping the heroes fight the Empire, but he still needs their help to get off Dathomir, now that he's pretty much burned his bridges with the local troops. So once the final battle begins, he lands his shuttle, opens a secret compartment, and dons his ceremonial Royal Guard armor. He then returns to the battle and looks for where he might do the most good.

Despite the full-face helmet he wears, the heroes should quickly figure out that the Royal Guard fighting their enemies is an ally—and they can probably guess that he's "Burr Danid." Kanos makes it clear to the heroes that he's only looking out for his own interests, and as soon as they fulfill their part of the bargain, he's gone. But, in the meantime, he readily plows through whatever foes he needs to fight.

After the fighting is over, Kir Kanos reveals his true name and a little bit of his story: that he's the last of the Royal Guards, and loyal to the memory of the Emperor, if not the Empire. He has no interest in joining the New Republic, becoming a Jedi, or even "teaming up" with the heroes for any length of time. His current mission is to make Sigit Ranth pay for his part in the Emperor's demise, and beyond fulfilling that goal, he'd just as soon kill the heroes as help them. "If the time comes that I bring Luke Skywalker to justice and you get in my way, I won't feel any compunctions about cutting you down."

Force Skills: Affect Mind +5, Force Stealth +3.

Feats: Advanced Martial Arts, Armor Proficiency (light, medium, heavy), Dodge, Force-Sensitive, Heroic Surge, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Spring Attack, Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Control.

Kir Kanos

Male Human, Thug 6/Soldier 3/Force Adept 3/Scoundrel 2/Bounty Hunter 1; Init +7 (+3 Dex, +4 Improved Initiative); Def 20 (+7 class, +3 Dex); DR 9; Spd 10m; VP/WP 75/14; Atk +15/+10/+5 melee (2d8+4, crit 19-20, mastercraft double-bladed force pike) or +13/+8/+3/+9 melee (2d8+4/2d8+3, crit 19-20, mastercraft double-bladed force pike) or +16/+11/+6 ranged (3d8+2, mastercraft heavy blaster pistol); SQ Immunities (see *Star Wars Roleplaying Game*, page 354), illicit barter, lucky (1/day), target bonus (+1); SV Fort +13, Ref +12, Will +8; SZ M; FP 6; DSP 4; Rep +3; Str 14, Dex 16, Con 14, Int 11, Wis 13, Cha 12. Challenge Code F.

Equipment: Ceremonial armor (DR 9), mastercraft double-bladed force pike (+2 damage), mastercraft heavy blaster pistol (+2 damage), shuttle.

Skills: Bluff +5, Computer Use +3, Demolitions +6, Disguise +4, Gather Information +6, Hide +8, Intimidate +10, Knowledge (alien species) +5, Knowledge (tactics) +12, Knowledge (world lore) +4, Listen +3, Move Silently +8, Pilot +6, Read/Write Basic, Speak Basic, Spot +3, Survival +6, Treat Injury +4.

Force Skills: Enhance Ability +7, Enhance Senses +4, Force Defense +6.

Feats: Armor Proficiency (light, medium, powered), Endurance, Force-Sensitive, Improved Critical (double-bladed force pike), Improved Initiative, Martial Arts, Track, Two-Weapon Fighting, Weapon Focus (force pike), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons).

Force Feats: Control, Sense.

Dathomiri Dark Force Witch (High Level)

Female Human, Force Adept 2/Dark Force Witch 6; Init +1 (+1 Dex); Def 18 (+7 class, +1 Dex); Spd 10m; VP/WP 47/13; Atk +5 melee (1d8, spear) or +5 melee (1d4, unarmed) or +6 ranged (1d8, spear) or +6 ranged (3d6, blaster pistol); SQ Inspire fear (-2), spider walk, enshroud; SV Fort +7, Ref +6, Will +11; SZ M; 1 FP 5; DSP 10; Rep +2; Str 10, Dex 13, Con 13, Int 13, Wis 16, Cha 14. Challenge Code A.

Equipment: Spear, blaster pistol, rancor mount, oiled lizard-skin tunic, dark robe.

Skills: Climb +6, Craft (simple and primitive weapons) +5, Handle Animal +8, Hide +4, Intimidate +7, Knowledge (history) +5, Move Silently +4, Read/Write Basic, Read/Write Paecian, Ride +9, Speak Basic, Speak Paecian, Survival +9, Swim +6.

Force Skills: Affect Mind +10, Fear +6, Force Grip +3, Force Lightning +7, Force Strike +9, Move Object +9, See Force +6.

Feats: Athletic, Animal Affinity, Force-Sensitive, Martial Artist, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense, Summon Storm.

Dathomiri Dark Force Witch (Mid Level)

Female Human, Force Adept 2/Dark Force Witch 4; Init +1 (+1 Dex); Def 17 (+6 class, +1 Dex); Spd 10m; VP/WP 36/13; Atk +4 melee (1d8, spear) or +4 melee (1d4, unarmed) or +5 ranged (1d8, spear) or +5 ranged (3d6, blaster pistol); SQ Inspire fear (-1), spider walk; SV Fort +6, Ref +5, Will +9; SZ M; 1 FP 4; DSP 8; Rep +1; Str 10, Dex 13, Con 13, Int 13, Wis 15, Cha 14. Challenge Code A.

Equipment: Spear, blaster pistol, rancor mount, oiled lizard-skin tunic, dark robe.

Skills: Climb +6, Craft (simple and primitive weapons) +5, Handle Animal +8, Hide +4, Intimidate +4, Knowledge (history) +5, Move Silently +4, Read/Write Basic, Read/Write Paecian, Ride +9, Speak Basic, Speak Paecian, Survival +6, Swim +6.

Force Skills: Affect Mind +8, Fear +6, Force Lightning +5, Force Strike +7, Move Object +7, See Force +6.

Feats: Athletic, Animal Affinity, Force-Sensitive, Martial Artist, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

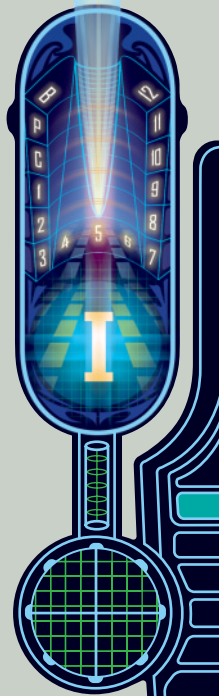
Force Feats: Alter, Control, Sense, Summon Storm.

Dathomiri Dark Force Witch (Low Level)

Female Human, Force Adept 2/Dark Force Witch 2; Init +1 (+1 Dex); Def 17 (+6 class, +1 Dex); Spd 10m; VP/WP 25/13; Atk +2 melee (1d8, spear) or +3 ranged (1d8, spear); SQ Inspire fear (-1), spider walk; SV Fort +5, Ref +5, Will +8; SZ M; 1 FP 3; DSP 5; Rep +0; Str 10, Dex 13, Con 13, Int 13, Wis 15, Cha 14. Challenge Code A.

Equipment: Spear, rancor mount, oiled lizard-skin tunic, dark robe.

Skills: Climb +6, Craft (simple and primitive weapons) +5, Handle Animal +8, Intimidate +4, Knowledge (history) +5,



Read/Write Basic, Read/Write Paecian, Ride +9, Speak Basic, Speak Paecian, Survival +6, Swim +6.

Force Skills: Affect Mind +6, Fear +6, Force Strike +5, Move Object +5, See Force +6.

Feats: Athletic, Animal Affinity, Force-Sensitive, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Sense.

About the Author

JD Wiker worked in Wizards of the Coast's RPG R&D department on the **Alternity** line, including the **Dark*Matter** campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing while also working as president of The Game Mechanics, a d20 design studio.